LEFT
FIRE
SCENE SELECT
SCENE START
FIRE
FIRE
FREEZE
UNFREEZE
3D ATTACK™

INTRODUCING 3D ATTACK

This is a great game for all you fighter-plane fanatics! In 3D Attack you get a realistic feeling for the actual thing, and you can see your fighter-plane and the attack squadrons in mid-air with their shadows below on the runway! As the pilot of your fighter-plane you have complete freedom of movement in six directions! This means a whole lot more fun in the game.

All your family and friends can enjoy this new three-dimensional experience too, in the comfort and convenience of your own home. So get ready to tackle airborne attackers, electric fences and deadly laser beams during the flight, and have some real excitement!

HOW TO PLAY

OK Pilot — you've got six fighter-planes at your disposal and a thrilling challenge aheah of you!

Scene One

Flying over the enemy runway on a reconnaissance mission, you spot squadrons of enemy jets coming toward you in formation at varying altitudes. You have to eliminate this threat, so shoot at the centre jet and destroy the whole group. You can adjust your altitude by pressing the disc or moving the joystick of your left-hand controller upward and downward — 12 o'clock to ascend and 6 o'clock to descend, but keep your eye on the Altimeter in the top left of your screen. 'H' means high and 'L' means low, and if you get too low you could crash on the runway. You know how low you are by how close you get to your own shadow! You can also tell what altitude the enemy jets are at by how far they are from their own shadows.

You can shoot the enemy into oblivion or avoid the squadrons by flying above or below, but watch your fuel guage located at the centre top of the screen. The countdown starts with 98 and goes down faster the more you fire. As you use up energy the numbers diminish more quickly and at zero you explode! Before it gets that low, fly out of the scene and into the next at the right hand side of the screen.

Scene Two

In Scene 2 the enemy puts on some pressure! Accompanying the squadrons are single Commando jets manned by flying aces, so stay alert! Notice you can pick up readings on the enemy Altimeter in the bottom right of your screen. Now you know how high they're flying. When you've scored as many points as you can, fly out of this scene the same way you left the last one, but don't forget about your fuel countdown.

Scene Three

Scene 3 will put your flying skill to the test! The runway is equipped with electric fences which can electrocute you at a touch! Beware of the fences with alternating current which can spring up from the runway at any time, and try to fly below the one across your flight path which is charged with a million volts! A Commando jet with a tracking device installed is aiming for you. Keep firing, because you need five direct hits to explode it. Each time you score a hit it changes colour and you gain 30 points. Another thing to remenber is that you can't fire through the fence, only under it! Leave the area before you run out of fuel.

Scene Four

The next attack in Scene 4 is the cream of the enemy flight force — a team of Commando jets heading for you, all scattered at different altitudes. Collision is fatal, but each jet you annihilate is worth 50

Points! Stay aware of your fuel guage and head for Scene 5 when it's running low.

Scene Five

It gets tougher all the time! Now you have to contend with laser beams, which shoot out of a series of staggered walls at random, as well as the electric fences! It calls for an acute sense of timing and intelligent manoeuvring. You can see just how near the wall you are, by firing at it – if you crash into it you lose one of your fighter – planes in the explosion. Your goal is to escape from the enemy airfield through the only possible exit at the top of the wall. But beware of the electric current which can wipe you out! In this Scene, Round 2 is the most telling trial of your flying prowess, because there is the added danger of a single Commando jet tracking you. Again this jet needs five direct hits before it's finished, and changes colour at each hit. If you finally make it through this Scene, congratulations! You deserve a medal!

VARIATIONS OF THE GAME

Practise Mode

Practise makes perfect, they say! 3D Attack has yet another special feature – if you want to practice playing with unlimited fighter planes just press OPTION. The computer will keep a running total of how many fighter planes of yours have bitten the dust, in the space to the left of the countdown figures.

But don't think you'll get away with being lazy and taking it easy! The degree of difficulty will increase automatically as you complete the Rounds, but with this mode even beginners can complete a Round and get the bonus points at the end!

One Scene at a Time

3D Attack has a special Repeat Mode so you can concentrate on one scene at a time until you master it! After you press START, press '3' on your left-hand controller, or 'SCENE SELECT' on the mylar overlay, to change the scenes. Whichever scene you stop at and play will repeat itself if you press '6' on your left-hand controller after 'Game Over', or 'SCENE START' on the mylar overlay. So now you have hive games in one!

Increasing Level of Difficulty

3D Attack will automatically become more difficult from Round to Round as you progress, to keep you on your toes!

In Round 2, Scene 5, a Commando jet appears and tracks you.

After Round 2, the speed of the Commando jets double, and more squadrons of jets are available.

STARTING THE GAME

1. Read the OWNER'S MANUAL before starting – you don't want to miss any important points!
2. Make sure the POWER light is off before putting the Game Cartridge into the Console Unit; this will prevent damage to both.
3. Insert the mylar overlay into left controller keyboard (See Fig. 1 & 2).

FIG. 1
OVERLAY

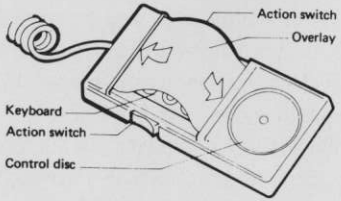

FIG. 2
HOW TO INSTALL OVERLAY

4. With the picture facing the front, put the Game Cartridge into the slot on top of the Console Unit.
5. Press the POWER button – the POWER ON light turns red.
6. Press the START button for Round 1, Scene 1.
7. If you want to see a demonstration of the game press SELECT.
8. For 'Freeze' press 'Clear' and for 'Unfreeze' press 'Enter' on the left-hand controller, or refer to the overlay provided for the controller.
9. Press OPTION for teh Practise Mode.
10. For the Repeat Mode press START, and then press '3' of your left-hand controller to change to whichever scene you want to play. When the game is over and you want to repeat the same scene, just press '6' of the left-hand controller. Alternatively, you can refer to the mylar overlay provided for the controller.

THIS IS A ONE PLAYER GAME, USE ONLY THE LEFT HAND CONTROLLER.

USING THE CONTROLLER

It won't take long to get used to moving your fighter plane in three dimensions. With a little practise you'll soon be flying like a pro!

Press the disc or move the joystick in the direction and altitude in which you want to fly – 12 o'clock moves you to the ascent, 6 o'clock moves you to the descent, 3 o'clock moves you to the right, and 9 o'clock moves you to the left. Remember your fighter-plane moves in diagonal directions because of the 3D effect.

To five, press the red action buttons on the side of your controller, or the '2' or '5' button of your left hand controller, which are marked 'Fire' on the mylar overlay, to release a single missile. To shoot two missiles simultaneously press any two of the 'Fire' buttons on the mylar overlay at the same. To fire continously just keep any of the above buttons pressed continuously.

FREEZING THE GAME

Rrrrring – rrrrring! Rrrrring – rrrrring! Oh no – that's the telephone ringing right in the middle of a game! Don't worry, 3D Attack has a unique feature – just press FREEZE (CLEAR) on your left-hand controller and the game stops instantaneously and waits for you to deal with the interruption. When you're ready again press UNFREEZE (ENTER) on your left hand controller and the action and sound continues where you left off.

If necessary you can also reduce the volume of your TV until it's time for you to play again, but don't forget to turn it back on!

SCORING

The computer will score for you automatically, and retain the highest score in its memory bank for you or your friends to challenge. To keep the highest score on the screen, just press the START button for the next game. If you press the RESET button all scores will be wiped out.

Now see how much the following participants are worth:

Enemy Jet Squadron	=	50 Points
Solo Enemy Commando Jet	=	150 Points (5 hits needed – 30 Points per hit)
Each Commando Jet in Commando Team	=	50 Points
Each completed Scene	=	100 Points
Scene 5 (Exit) completed	=	300 Points
Round 1 completed	=	50 Points
Round 2 completed	=	150 Points
All other Rounds completed	=	100 Points

TIPS TO WARD OFF THE ATTACK

While flying make full use of all five directions available to you; dodge around the squadrons and Commandos.

Keep your eye on your assailant's shadow so you know what altitude he's flying at.

Don't waste your missiles because the countdown goes slower if you don't fire continually.

Fire, and watch where your missile goes to see if you are low enough to fly under the electric fences or high enough to avoid the steps of the wall and lasers!

HAPPY PLAYING!

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